

Claims

1. A computerized gaming system, comprising:

a gaming module, comprising a processor and gaming code which is operable when executed on the processor to conduct a wagering game on which monetary value can be wagered; and

an audio module, the audio module operable to play an audio track, the audio track comprising a plurality of selected audio element tracks that are played at the same time to create the played audio track.

2. The computerized gaming system of claim 1, wherein each audio element track comprises one or more instruments not present in the other audio element tracks.

3. The computerized gaming system of claim 2, wherein at least one audio element track comprising one or more specific instruments comprises multiple phrases independently selectable for playback to create the played audio track.

4. The computerized gaming system of claim 3, wherein the multiple phrases are played back out of sequence to create the played audio track.

5. The computerized gaming system of claim 4, wherein the phrase sequence played back to create the played audio track comprises a randomly selected phrase order.

6. The computerized gaming system of claim 4, wherein the phrase sequence played back to create the played audio track is provided by an ordered list of phrases.

7. The computerized gaming system of claim 4, wherein the phrase sequence played back to create the played audio track comprises a phrase sequence selected based on priority weighting assigned to the phrases.

8. The computerized gaming system of claim 1, wherein two or more audio element tracks are randomly combined to create the played audio track.
9. The computerized gaming system of claim 1, wherein two or more audio element tracks are combined according to a predetermined list of audio element track combinations.
10. The computerized gaming system of claim 1, wherein two or more audio element tracks are selected and combined to produce the played audio track, the selection comprising evaluation of priority weighting of the various audio element tracks.
11. The computerized gaming system of claim 1, wherein the audio element tracks are played back repeatedly, and wherein the length of at least two of the audio element tracks are of different length.
12. The computerized gaming system of claim 1, wherein the played audio track further comprises a portion that is not a combination of audio element tracks.
13. The computerized gaming system of claim 1, wherein at least one of the plurality of audio element tracks is played using at least one randomized parameter, the parameters including at least one of volume, panning, reverb, equalization, compression, distortion, flange, and phase parameters.
14. The computerized gaming system of claim 3, wherein the audio element phrases are sorted into at least two subgroups.
15. The computerized gaming system of claim 14, wherein the audio elements in the phrase subgroups are grouped by compatibility with other audio element phrase groups.

16. The computerized gaming system of claim 1, wherein the audio element tracks are recorded using different sampling rates.

17. The computerized gaming system of claim 1, wherein at least one of the audio element tracks comprises music.

18. The computerized gaming system of claim 1, wherein at least one of the audio element tracks comprises sound effects.

19. A method of providing audio from a computerized gaming system, comprising:
playing an audio track, the audio track comprising a plurality of audio element tracks that are played at the same time by the computerized gaming system to create the played audio track, the computerized gaming system further operable to conduct a wagering game upon which monetary value can be wagered.

20. The method of claim 19, wherein each audio element track comprises one or more instruments not present in the other audio element tracks.

21. The method of claim 20, wherein at least one audio element track comprising one or more specific instruments comprises multiple phrases independently selectable for playback to create the played audio track.

22. The method of claim 21, wherein the multiple phrases are played back out of sequence to create the played audio track.

23. The method of claim 22, wherein the phrase sequence played back to create the played audio track comprises a randomly selected phrase order.

24. The method of claim 23, wherein the phrase sequence played back to create the played audio track is provided by an ordered list of phrases.
25. The method of claim 23, wherein the phrase sequence played back to create the played audio track comprises a phrase sequence selected based on priority weighting assigned to the phrases.
26. The method of claim 19, wherein two or more audio element tracks are randomly combined to create the played audio track.
27. The method of claim 19, wherein two or more audio element tracks are combined according to a predetermined list of audio element track combinations.
28. The method of claim 19, wherein two or more audio element tracks are selected and combined to produce the played audio track, the selection comprising evaluation of priority weighting of the various audio element tracks.
29. The method of claim 19, wherein the audio element tracks are played back repeatedly, and wherein the length of at least two of the audio element tracks are of different length.
30. The method of claim 19, wherein the played audio track further comprises a portion that is not a combination of audio element tracks.
31. The method of claim 19, wherein at least one of the plurality of audio element tracks is played using at least one randomized parameter, the parameters including at least one of volume, panning, reverb, equalization, compression, distortion, flange, and phase parameters.

32. The method of claim 22, wherein the audio element phrases are sorted into at least two subgroups.

33. The method of claim 32, wherein the audio elements in the phrase subgroups are grouped by compatibility with other audio element phrase groups.

34. The method of claim 19, wherein the audio element tracks are recorded using different sampling rates.

35. The method of claim 19, wherein at least one of the audio element tracks comprises music.

36. The method of claim 19, wherein at least one of the audio element tracks comprises sound effects.

37. A computerized gaming system, comprising:

 a gaming module, comprising a processor and gaming code which is operable when executed on the processor to conduct a wagering game on which monetary value can be wagered; and

 an audio module, the audio module comprising a plurality of audio element tracks, wherein selected audio element tracks are played at the same time to create a played audio track.